Join us for an Invention Sprint!

For children and youths 7 - 15-year-olds (limit to 8 students per session)

WORKSHOPS IN DECEMBER 2022

TO REGISTER FOR CLASSES, SIGN UP HERE

LIMITED TO 8 STUDENTS PER CLASS: 6/12TO 9/12 (TUE TO FRI) OR 13/12 TO 16/12 (WEEK 2)

TIME: 9.30 AM TO 12.30 PM

Course Fees: \$380 Materials fee: \$25

Venue:

Training Room, Level 2 National Design Centre 111 Middle Road Singapore 188969

Introduction to the basics of Inventing sustainably!

Day1	What bugs me?
Day 2	Solving problems throug biomimicry
Day 3	Power of reverse engineering
Day 4	Elevator Pitch Timel

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Participants have fun identifying "bugs", conducting research, engineering, and devising solutions using SCAMPER. Worksheets and prototyping materials will be provided.

Enrol online: Click here



Terms and Conditions

1. IDE respects the individual participants, but for marketing purposes, IDE requires parents to permit the use of photography of students and their works.

2. Students who have participated in past inventions will work on a different real-world problem in the class. Phone: (65) 98889771 | (65) 90122861 Email: enquiry@ideacademy.sg Website: <u>https://www.ideacademy.sg</u> Facebook: <u>IDEstemie</u> Youtube: <u>bit.ly/hearfromkids</u>

Invention Sprint

INTRODUCTION PROGRAMME



IDE ACADEMY

You can innovate and change the world

STEMIE | STEM + INVENTION + ENTREPRENEURSHIP

PARENTS, INVEST IN INVENTION EDUCATION!

This series of workshops is the first step to prepare your child for a future yet to be invented!

We know that invention improves lives. It provides new solutions to health, transportation, technology, the environment, and more. Invention is also the source of new jobs, new industries, and expanded economic opportunity.

Your kids face a future of rapid change and the most urgent and complex challenges in history.

What is STEMIE?

STEMIE stands for Science, Technology, Engineering, Mathematics linked to Invention and Entrepreneurship (STEM+I+E).

Through hands-on, real-world, project-based learning activities, and exciting events:

- Students lead in the critical choice of which problems demand attention
- Students gain the confidence and important 21st century skills to invent their own future.
- The real-world application activates deeper engagement and learning.

"Children who grow up exposed to a particular type of invention or inventor are far more likely to follow that path"



By teaching today's youth how to be inventive thinkers, we can prepare them to succeed in an everchanging world.

We can create a better future for us all

